

IFGS
DALLAS

The Whispering Runes

VOLUME 1 ISSUE 19

JUNE - JULY 2010

Dallas President's Column for June and July

"Hello IFGS!

The summer is upon us! Please take extra precautions to stay hydrated and keep an eye out for shade when resting. Fight the Knight went off this last weekend without a hitch, aside from a wardrobe malfunction, and hopefully we'll see some new recruits from it. Thanks to those who came out as we had plenty of knights this year. This is usually where I'd announce the next game, but as the site stands, nothing's been set in stone yet. AnimeFest is the next 'planned' event in September with the weapons fighting class and Midnight Shuffle.

Stay safe!.

Ashley Murphey

DALLAS IFGS



WANTS YOU!!!

Evil Roy Slade did not approve this message.

“City of Dust” Bank Report

That beautiful, completely non-rained out Saturday, May the 22nd, allowed us to see this complicated nightmare of logistics completed. To be honest, as Courtney and I wrote and rewrote the game, we were convinced that only six or eight PCs would even show. We had double that number...and more!

The game started as a massive party of fourteen PCs who split up, rejoined each other, and split up once more over the course of this crazy game.

Despite logistical issues on our part, and busy school schedules, everyone who participated managed to have a ball. Craziness ensued, especially from the many memorable scenes and descriptions thought up on the fly. From epic mage duels between PCs to apparent chest-shaped familiars, chaotic fun was had across the board.

We had many new NPCs who tried their hands at this blast of a game in which they battered the veterans in waves of sheer numbers. By the end of the final fight, the mighty veterans were huddling together behind a massive wall of shields, trying to avoid the pelting blasts from the well-aiming newbies.

The veteran PCs (notice that I did not say “old-timers”) made a great showing and proved themselves to the younger players, gathering all but one of the items, preventing death in their companions, and all around having a fun time while beating on each other and the NPCs.

Everyone seemed to have fun and, just between you and me, I think Miss Courtney is brewing thoughts for yet another game for the veterans down the road.

<i>Game Ratings</i>						
Overall	Design	Logistics	Mental	Physical	Fighting	Risk
8.8	8.7	8	9.3	7.3	7.9	4.7

NPC's voting for PC's

<i>Roleplaying</i>
1. Olan Knight as Lug
2. Tom Paul Grissom as Lord Lyle
3. David Spence as Crispin Jim Davie as Kae-Su

<i>Costume</i>
1. Eric McGehearty as Thor Tom Paul Grissom as Lord Lyle
2. David Spence as Crispin Tina Cox as Acacia Gyles Pat McGehearty as Sandor

<i>Monster</i>
1. Olan Knight as Lug David Spence as Crispin
2 Taryn Cox as SaraMoon

<i>Humor</i>
1. Olan Knight as Lug speaking in his werewolf voice to a possessed Crispin
2. Crispin not listening to Lug speaking to him!
3. Rich Adkisson as Zibon

Bank Report Cont'd

<i>Fighting</i>
1. Taryn Cox as SaraMoon
2. Greyson Cox as Black Jack Gyles David Spence as Crispin Pat McGehearty as Sandor Olan Knight as Lug

<i>Special Effect</i>
1. Leslie Gillies as Zeta and her amazing Clinging Vines
David Spence as Crispin Tom Paul Grissom

PC's voting for NPC's

<i>Roleplaying</i>
1. Courtney Miller as Jysae David Wood
2. John Jones as Gordon Dexter
3. Angela Gallegos

<i>Costume</i>
1. Courtney Miller

<i>Monster</i>
1. Alyssa Phillips
2. All of the Specters
3. All of the Walls with their falling bricks

<i>Humor</i>
1. Nathan Tryon's savvies as a GM, including his rendition of the sentient chest
2. All of the Mechanical NPCs
3. The endless possessions

<i>Fighting</i>
1. All of the Walls with their falling bricks
2. Everyone in the last encounter
3. Alyssa Phillips

<i>Special Effect</i>
1. The falling bricks
2. The Mechanical NPCs
3. The Gate The Altar The Ropes Course The writing for the game!

Andrew Nunnally
Co-Writer and Bank-Rep

Bank Report for “Shipwrecked!”

After a long week of constant worrying over the success of Shipwrecked, June 19th rolled around and I'm glad all of that worrying was for nothing. With the hardworking game staff, our absolutely amazing NPCs, and an army of hilarious PCs, Shipwrecked turned out to be a great game! We had perfect weather, and although we were short on NPCs, mostly everything went on very smoothly throughout the game.

“Shipwrecked”, which was the first full low level game of the season, brought out a lot of new faces and new characters for a fun and fantastical day. Listening to the PCs after game, everyone apparently enjoyed themselves and a lot of funny events happened on course.

Every team had a great team composition, and had great role-playing moments. From battling pirates, to dealing with a bird man guarding a healing spring (played amazingly well by Rich), everyone had a great time.

It was a lot of fun and a good experience for me to watch the game I had written turn into an actually story, and since it seemed like everyone enjoyed themselves, I'll call it a successful game. Who knows, maybe there will be another adventure for the previously shipwrecked characters.

I hope to see everyone again at the next IFGS event, and I hope that the news people who got to experience IFGS like our craziness enough to return.

	<i>Game Ratings</i>						
	Overall	Design	Logistics	Mental	Physical	Fighting	Risk
NPCs	9.0	8.3	8.0	5.7	6.5	7.5	4.7
PCs	7.5	6.9	6.4	5.5	6.9	7.4	5.6

NPC's voting for PC's

<i>Roleplaying</i>
1. David Wood as The Basilisk Hunter (Steve Irwin clone)
2. Jesse Bush as Syrjainen
3. Tyler Davis as Raum Nathan Tryon as Herschel Swiss Greyson Cox as Widget Boom Seth Bush as Bubba Lee Roy James

<i>Costume</i>
1. Olan Knight as Tervold Heterodyne
2. Henry Wood as Gozer the Gozerian
3. Greyson Cox as Widget Boom Taryn Cox as Tyla V'rina Amber Gallegaos as Zacoara David Wood as The Basilisk Hunter

<i>Fighting</i>
1. Taryn Cox as Tyla V'rina
2. Team #3

<i>Special Effect</i>
1. The “camera crew” of team #3
2. The heat!

Bank Report Cont'd

<i>Monster</i>
1. Greyson Cox as Widget Boom
2. David Wood as The Basilisk Hunter

<i>Humor</i>
1. David Wood as The Basilisk Hunter The Ogre on team #3 Nathan Tryon as Hershel Swiss Raum and Gozer at the Gate
2. Jeff Mungrum on the rope bridge Pat McGehearty (the Game Producer) running around crazy All of team #3 Eric swings across the bridge

PC's voting for NPC's

<i>Roleplaying</i>
1. Rich Adkisson as The Albatross Guardian
2. Chris Wright as the masochistic, tattooed tree
3. Sara Cox as the whiny, spoiled Brat
4. Greg Cox as The Concerned Father
5. Brandan McGranor as the Pirate David Spence in multiple roles Tina Cox in multiple roles

<i>Costume</i>
1. Chris Wright as the masochistic, tattooed tree
2. Rich Adkisson as The Albatross Guardian
3. David Spence in multiple roles Tina Cox in multiple roles

<i>Monster</i>
1. Rich Adkisson as The Albatross Guardian
2. Sara Cox as the whiny, spoiled Brat
3. David Spence in multiple roles

<i>Humor</i>
1. Chris Wright as the masochistic, tattooed tree
2. Sara Cox as the whiny, spoiled Brat
3. Rich Adkisson as The Albatross Guardian
4. David Spence

<i>Fighting</i>
David Spence in multiple roles
Tina Cox in multiple roles
That last fight!

<i>Special Effect</i>
The ropes course/rope bridge
Chris Wright as the masochistic, tattooed tree
Tina popping up out of NOWHERE! The Spring
Rich's final scream The occasional cool breezes

Until next time,

Danny Fuchs -
Bank Rep and Game Writer

Character Communique's

DEWLINOUS - I KNOW IT WAS YOUR POWER THAT PULLED ME INTO THE LAND OF THE DEAD. I KNOW IT WAS BECAUSE OF YOU THAT I WAS THERE AND THAT YOU PLANNED FOR ME TO ASSIST IN THE FINAL BATTLE. THANKFULLY FOR MY ALLIES AND THOSE WHO ARE LESS INCLINED TO FRONT LINE BATTLE WERE ABLE TO PULL ME OUT OF IT THE CONTROL OF THE LICH. I KNOW YOU ARE STILL OUT THERE, I CAN STILL FEEL THE RESIDUAL ENERGY FROM WHEN YOU CONTROLLED ME MUCH LIKE MY FORMER MASTER. WHEN YOU DIE I WILL KNOW IT AND SO FAR I CAN TELL YOU HAVEN'T. NO ONE DEOS THAT TO ME, NO ONE CONTROLS ME. I WILL FIND YOU AND I WILL DESTROY YOU. NO MATTER HOW MANY EONS IT TAKES ME YOU WILL PERISH.

AS FOR THE ASSISTANCE FROM MY ALLIES,

NARATH- I AM GLAD YOU LIVED THROUGH THIS. I FIND YOU TO BE A VERY VALUABLE INDIVIDUAL. I HOPE THAT WE CAN TRAVEL TOGETHER AGAIN SOMETIME. MAYBE THEN WE CAN SHARE STORIES OF THE DRAGONS OF OUR PAST.

LOVE CHILD- YOU LOVABLE STONER YOU. I DONT KNOW WHY YOU WERE IN THE LAND OF THE DEAD, BUT I AM GLAD YOU WERE. IF IT HADN'T BEEN FOR YOUR QUICK THINKING (AND I USE THAT TERM LOOSELY) I WOULD BE STILL WEARING THE CROWN OF THE LICH AND WOULD HAVE PROBABLY KILLED EVERYONE AT LEAST ONCE. I BELIEVE NEXT TIME I SEE YOU I WILL INTRODUCE YOU TO A TYPE OF PLANT THAT ONLY GROWS OUT OF THE DEAD.

XIANG- YOUR NOT THAT BRIGHT. NOT BY A LONG SHOT. BUT YOU ARE A LICCAN AND I LIKE THAT. MORE SO YOU HATE CRISPIN. THAT IS ENOUGH FOR ME. THE FACT THAT WHEN I FIRST MET YOU YOU WIELDED NO WEAPONS AND NEVER DID SAVE THE ONE TIME WITH THE MIST SERVANT. I STILL OWE YOU FOR THE KI-AI YOU HIT ME WITH.

CRISTILA- YOUR A CAT. A VERY INTERESTING CAT. NICE. NEXT TIME I HAVE A RAVAGED DOG I NEED CALMED I WILL CALL ON YOU.

IASAN- YOU ARE NOT A CLERIC. NO MATTER HOW MUCH HEALING YOU THROW AROUND AND HOW MANY TIMES YOU PRAY, YOU'RE NOT. PLEASE FOR THE LOVE OF ALL THE GODS AND EVERY LAND YOU HAVE EVER WALKED ON REALIZE YOU ARE A THIEF. I WOULD HATE TO HAVE TO BEAT YOU FOR YOU TO REALIZE IT.

TINCAN- STAY IN THE BACK NEXT TIME. MAGES AREN'T MEANT FOR THE FRONT. OTHERWISE THE NEXT TIME WE MEET I WILL BRING YOU TO THE REAL FRONT LINES TO SEE HOW REAL WARRIORS ACT.

TO THE TWO HEROES THAT STOOD WITH ME TO SUMMON SEVIN.

DEREK- YOU SHOWED COWARDICE WHEN WE WERE WAITING TO SUMMON SEVIN. BUT YOU PULLED THROUGH. IT IS OBVIOUS YOU ARE A HESITANT FIGHTER BUT A RELIABLE ONE AT LEAST.

AEDRA- YOU FOUGHT WITH HONOR I HAVE ONLY SEEN RARELY IN MY NEW LIFE. I LIKE IT. YOU WILL MAKE A GREAT UNDEAD ONE DAY.

THIS IS A MESSAGE FOR A CERTAIN MAN.
I WILL FIND YOU. I WILL NOT STOP UNTIL I HAVE FOUND YOU, MY OLD MASTER.

~ZANITH KALEAL

Communique's Cont'd

Brothers,
You are both more trouble than you're worth. I'm sure we'll meet again...

-Kit.

(IC) EGO SUM IUSTUS SENTENTIA. EGO SUM NON GAUISUS PER EVENTUS ILLIUS VENATUS EXIMIUS UT AURUM. IS ERAM CRUS. (OOC) Vos NPC'S ERANT ABSOLUTELY PRODIGIOSUS. EGO APPRECIATE VESTRI PRODIGIOSUS EFFECTUS. EGO SUM IN VESTRI DEBITUM. PRO MORTIS QUOD GLORIA!

SYRJAININ

Gozer,
Dexter and i have been discussing about how your deity became undead and i would like to invite you to work with me. Like i told you before, we're looking for our ultimate healing, and your connections with an actual undead and your own vampiristic tendencies would prove very helpful to us. If you're interested let me know, It'll be a symbiotic relationship.

Danniel Boozel

To Zanith,

It was totally gnarly how you got us out of that bind with the undead guys in the Shadowlands. Look me up anytime you want to get in touch with nature and share the everfull bag of Funnyuns.

To The Members Of Our Excellent Team ~

Bubba Leeroy James - Your skill with your bow is destined to become a legend! Thanks for your many skills, including your continuous providence of powerful healing potions!

Sir Envy, Sir Leroy Jenkins, and Dame Steelblade - Your strength and courage were essential to our success, and the great courage each of you possesses is matched only by your honor and your valor! Thank you for your immense contributions to our survival and to our success!

Xiao Huang - We could not have succeeded without your skills. Your steady hands and your keen eye enabled us to glide through obstacles that would otherwise have been so much more painful and expensive! Your work was a marvel to watch!

Simone Jenkins - You were perhaps the most essential of us in this quest! Your powerful protection, your skill at healing, and your sheer combat ability were amazing - and MOST necessary to our success and to our survival!

Hershel Swiss - Your combat skills were excellent and made a huge difference in our times of need. Thank you for your enthusiasm and your continual feedback!

I am honored to have adventured with you, and I am most pleased to count you among my friends! Should you ever require my aid in any matter, large or small, please call on me at will!

Thank You All, Torvok Heterodyne Mage

Thank You Notes

Hey everyone,

I just wanted to thank everyone who came out on Saturday to make Shipwrecked a great game. From what I've heard everyone enjoyed it, regardless of the heat. Everyone who came, PC's and NPC's were a pivotal part of the game's success, and we couldn't have done it without you!

I would really like to thank all of the NPCs who came out and fought multiple fights, and did multiple encounters, because of the shortage of NPCs, you guys rock! I hope everyone has a good summer and I will see you all at the July IFGS event.

~Danny Fuchs
Game Writer for "Shipwrecked"
deefuchs@verizon.net

Tom Paul -

Many thanks for being such a >>>MARVELOUS<<< GM for our team! You made an already fun game even better! I particularly liked the way you were able to take so many generic obstacles and encounters and to personalize them for the team: the thorny vines on Nathan, the weakened bridge for me, searching the undead, and so on. Our entire team very much appreciated your skilled efforts!

THANK YOU AGAIN,

Olan Knight aka "Torvok Heterodyne"
LM Team #1 for "Shipwrecked"

Dallas Chapter IFGS - Board Meeting Minutes**July 24th**

Start time 2:20 am at “The Shed”

Officers in Attendance: John Jones, Rich Adkisson, Pat McGehearty, and Allison Pace.

Others in Attendance: Olan Knight, Nathan Tryon, Moises Heredia, Danny Fuchs, Dustin Proctor, Joe Dimatteo, Lyndsey Ellis, Henry Wood, David Wood, Andrew Saunders

Minutes - The June minutes were not available to be able to be approved so the approval will be held at the next board meeting.

Committee Reports:

Treasury – Olan Knight All of the money has been deposited and we are all caught up. For those who have recently joined the IFGS, you can purchase membership status for just \$10. This is important to take note of because the rules of the chapter state that you need to be a member after you’ve participated in 2 major games.

Registry –Olan Knight Is all caught up as of Shipwrecked, so it’s in great shape.

Quartermaster – John Jones The shed good now thanks to all of you who came out and helped with Shedwrecked.

Safety – Rich Adkisson There were no injuries reported as of the last game. More drugs to replace expiring ones are still in need of being purchased. A motion was passed 4-0 to allow Rich to spend up to \$200.00 on a new rope to use for our ropes courses. The other rope is not bad, just getting 20 years old, so a newer one for the bottom rope was requested. It was noted that John was the one who seconded the motion to get a new rope. Sometime during the last couple of games, 2-3 chains for the ropes course have gone missing. Olan was given permission to spend up to \$100 for new chains and hooks with a 4-0 vote.

Newsletter - There was no report on the newsletter, but submissions are still greatly appreciated and needed in order to have a newsletter each month.

Society Liaison – John Jones ~An email was forwarded by Olan from Michael Magnus about the Constitution Review Committee, and those who are interested need to email Michael back asap.

~The 7.0 Library is still being updated and needs enthusiastic members to help redo older games to make them work with the new rules. The CAP for such actions is still being figured out and a possible recommended game format is in the works and we should get a decision by the end of the week.

~Also, if you have any ideas for specific character traits for the character templates, please email John Jones soon.

Webmaster – Olan Knight No Report

None

Board Meeting Minutes Cont'd

Sanctioning – David Spence

~New Animefest Game “The Forge”- Seth Bush

- The game will be run on the 4th of September at the annual Animefest held downtown Dallas in the Hyatt. NPCs will be needed for this new game and the weapons class held during the day.
- A room for the Saturday night at animefest was approved 4-0, and will be handled by Olan who is authorized to spend up to \$200.

~August Board Meeting (Safari)- Triad

- Will be held in Weatherford on August 28th and will also double as a birthday party for Taryn who will be turning 16. It has been requested that everyone who comes bring some food with them for the party.

~Onward into Darkness – David Wood

- Is in sanctioning and is planned to run on September 25th-26th. It will be for levels 4-6 at a plausible new landsite, or Winter Park.

~Knightshade – John Jones

- Is still in the works and hopeful to be able to run in October.

~Lifestyles of the Rich and Bored- Allison Pace

- Is written and now in sanctioning. All levels of characters are welcomed and the game is probably going to be run later this year around October or November.

~Adventures in Averlast- Justin Murphy

- Is still in the works and should be coming soon to a park near you before the end of the year.

Other Committee reports None mentioned.

Old business * None brought forward

New business None brought forward

End time 3:26 PM

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Dallas Sanctioning Committee Game Status

<u>Game /Event Name</u>	<u>Writer/Producer</u>	<u>Status</u>	<u>Run Date</u>
Life Styles Of The Rich & Bored	Allison Pace	In Process	November 2010
Adventures in Averlast, Part II	Justin Murphey	In Process	November 2010
Knightshade	John Jones	In Process	October 2010
Onward Into The Darkness	David Wood	In Sanctioning	25 and 26September 2010
AnimeFest: Midnight Shuffle Basic LARP Sword Fighting Class, convention game "Midnight Suffle"	Seth Bush	In Process	September 4, 2010
August Board Meeting & Mini-Game "Safari" "Safari" Game flyer	David Spence	Sanctioned <small>Tina Cox's house, 10:30 am mtg, 11:30 am game</small>	August 28, 2010

IFGS Websites

Newsletter Information

Editor: Paul Coley

Submission Addresses:

Email: paulcoley@comcast.net

Submission Deadline:

5 Days prior to last day of the month.

Dallas Chapter

<http://www.dallasifgs.org/>

National

<http://www.ifgs.org/>

Chainmail (National Newsletter)

<http://www.ifgs.org/chainmail.asp>

Note from the editor:

My goal is to have the newsletter out by the last day of the month. I will gladly accept future submissions up to 5 days prior to that last day. I will be using OpenOffice 2.4 that will accept **** MOST **** Microsoft formats. As always, Artwork, Pictures and personal articles are welcome.

Editor
Paul Coley